

# SPINach!

## Rules of Play

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:)

# Introduction

Welcome to the world of circus skills!

Having received your first circus props at Christmas you and your friends have decided to compete to become the best circus performer there is. Over the next few years you will all need to improve your skills, buy more impressive props and become infamous in order to take to the biggest stages at the world's largest juggling conventions and spinning festivals. Of course this won't be easy! Attending events and obtaining better equipment doesn't come for free. You will have to compete against your friends for money and fame but train with them to boost your abilities. Luckily, you all know there is a magical plant called SPINach which gives you an edge over the rest...

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## **Chapter 1**

### **Overview**

## Chapter 2

# Components

- this rulebook
- one game board
- two wooden turn markers
- one size-sided die
- n wooden player markers
- m cards
- o round cardboard tokens representing “coins”
- p wooden green cubes representing “SPINach”
- q hexagonal cardboard tokens representing “victory points”

## Chapter 3

### Setup

## Chapter 4

# Sequence of Play

## Chapter 5

# Structure



## Chapter 6

### End Game

## Chapter 7

## FAQ

Chapter 8

Appendix

